

# OCEAN'S GREATEST HITS

# ocean

## COMMODORE

# WORLD SERIES BASEBALL

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### LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

### GETTING STARTED

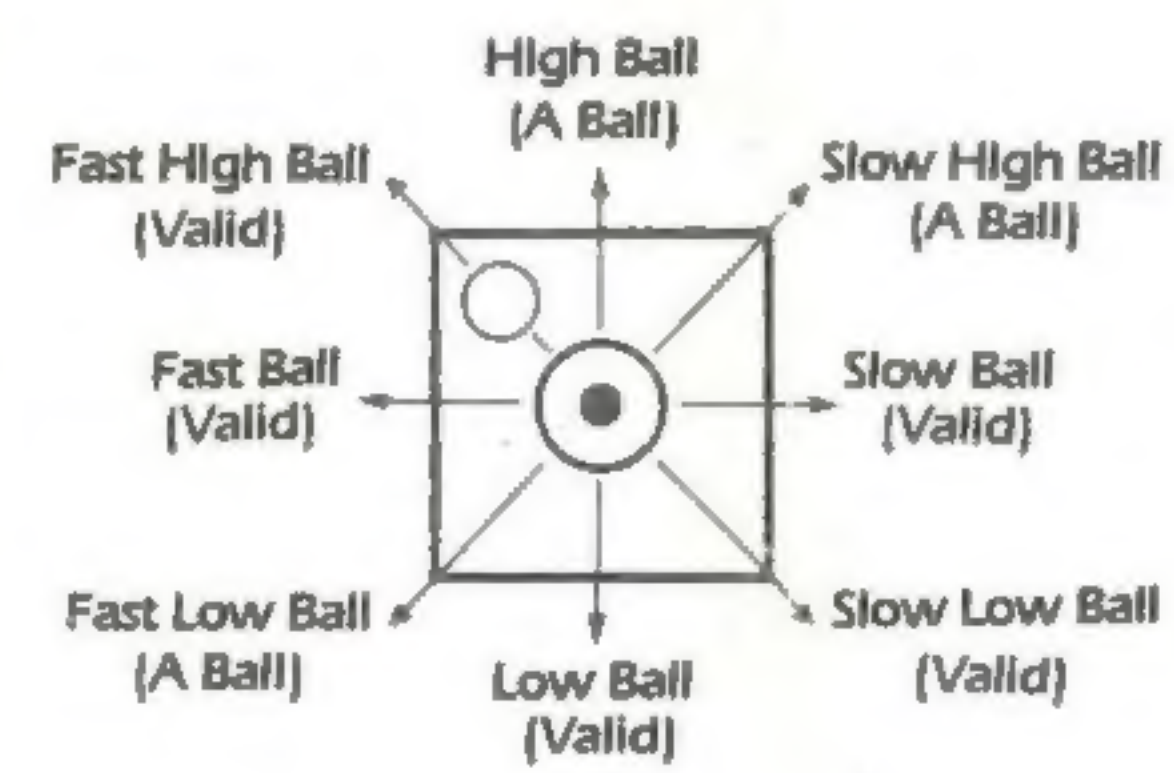
- F3 One player port 1
- F5 Two player port 2
- F7 Option selected
- F3 Team colours
- F5 Team colours
- F7 Start game
- G From beginning

### PLAYING

As in real baseball your aim in World Series Baseball is to outscore your opponent in 9 innings [extra innings if drawn on 9th innings].

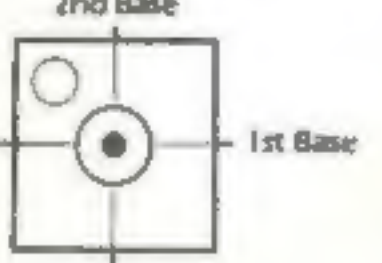
### PITCHER THROW

When pitcher appears you may select type of ball you wish to pitch by positioning the joystick in one of the positions shown.



### PITCHER'S STEAL

One of the batting side on the pitch may attempt to 'STEAL' a run. As you are the Pitcher you can decide, using your own skill and judgement, whether or not to pitch your ball to the base which you think the opposition may try to 'STEAL'. This option can be selected when SELECT STEAL OPTION appears on the screen. By then positioning the joystick and pressing the FIRE button you can select to which base you wish to pitch in order to 'OUT' your opposition. Pitching a ball using the STEAL OPTION does not count as a BALL.



### BATTER and RUNNER

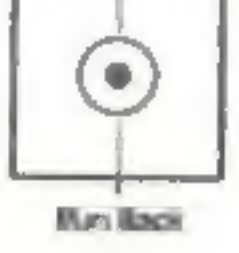
A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on.

If a batter hits a fair ball he is forced to run. Once the ball has been thrown you may select a batting speed. Hold the joystick in the position required and press the fire button to swing the bat.



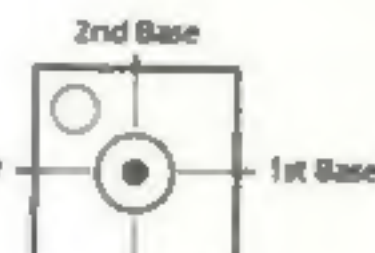
### RUNNER STEALS

The players of the batting side on the pitch may 'STEAL' a run by running to the next base when 'SELECT STEAL OPTION' appears on the screen. Hold the joystick in position required, press and release fire button.



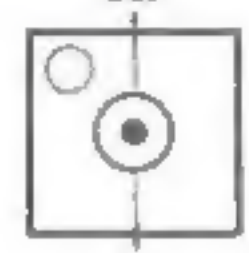
### FIELDERS

Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball. To throw a ball to another fielder move the joystick to the required position, press and release the fire button.



### SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when 'OUTFIELD OUT' and 'OUTFIELD IN' appears on the screen. 'OUTFIELD OUT' positions fielders for wide fielding and 'OUTFIELD IN' positions your fielders for close fielding.



### STATUS and SCORING

**STRIKE** — a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

**BALL** — a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

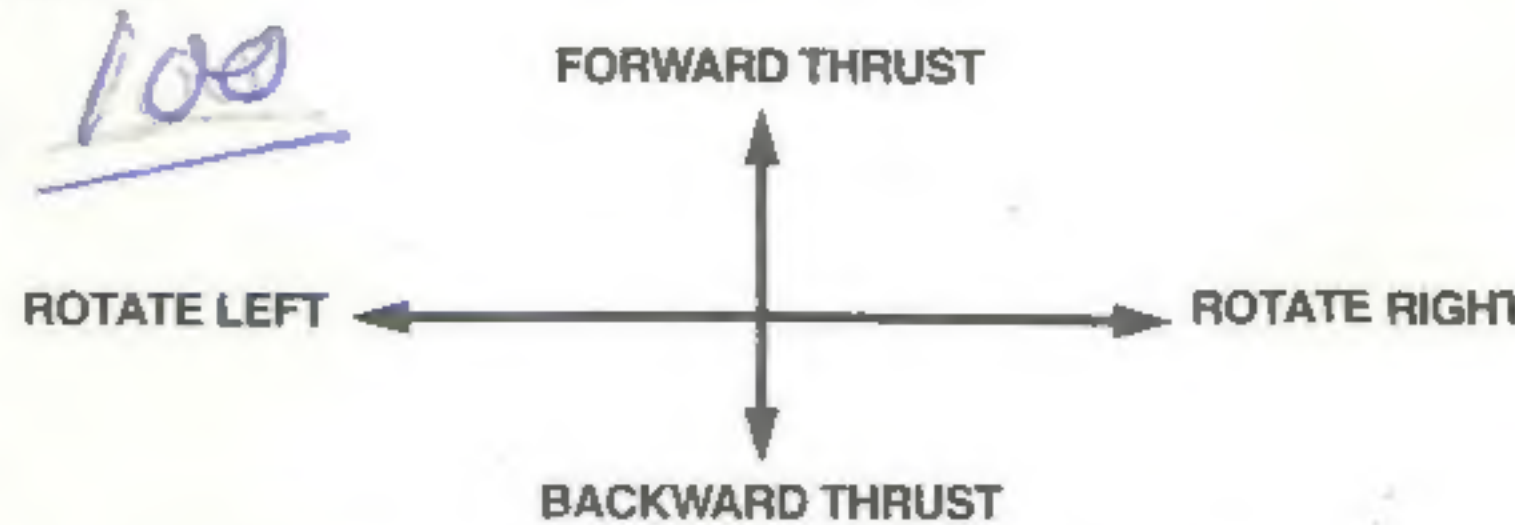
**OUT** — catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

**BATTING ORDER** — Visitors bat top of innings; home-team or computer bats bottom of innings.

**RUNS** — Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied after 9 innings, extra innings will be played until one team wins.

Get a feel for pitching, hitting, running, throwing, fielding and catching. The shadow of the ball will help you judge where the ball is headed. World Series

### JOYSTICK (PORT 2)



'Fire' button to fire your photon cannons. These will fire alternately and 'Rapid-Fire' can be achieved simply by holding the button down.

### KEYBOARD

- Q, E, T, U, O — FORWARD
- W, R, Y, I, P — BACKWARD
- A, D, G, J, L — LEFT
- S, F, H, K, ; — RIGHT
- SPACE BAR — FIRE

### STATUS and SCORING

On-screen scoring gives a complete status of the game achievement and level reached. It shows the current score and number of lives remaining (you begin with 4). Bonus lives are awarded at various stages of play and you can monitor your success by the speed of the score counter.

### PLAYING FEATURES

**Inertia** — Your droid will not stop instantly if you cease acceleration but will slowly decelerate. If you apply the 'brakes' the deceleration will obviously be greater. However it is also possible to slow down by turning 180° and then applying acceleration. (This is useful for shooting things that are chasing you.)

**Magnetic Walls** — Cyrus has placed large banks of Magnetrons along some of the city walls. When active these devices will attract N.O.M.A.D.'s metallic armour, luring him towards the guns and slowing him down. **Homing missiles** — These appear from silos in the surface of the Asteroid and once targeted are difficult to lose.

**Artillery** — The whole Asteroid is heavily fortified and Cyrus has some of the most efficient heat guns in the known Universe. Even to be caught in the blast from one of these shells is instant death.

**Robothugs** — Cyrus has a whole planet dedicated to producing his personal protectors, the Robothugs. These delightful examples of the robotists' art are programmed to make a suicide run at anything or anyone who looks as if they may be even thinking about attacking their master.

**Gateways and Switches** — The various sections of the Asteroid have many gateways to partition them. These can be opened and closed by brushing past the switches on the side walls. However because of the appalling maintenance droids, pushing a switch may not necessarily open the door that it should!

### CREDITS

Game Design by Ian Weatherburn and Simon Butler.  
Programming by Steve Calvert. Graphics by Simon Butler and Mart.  
PRODUCED BY: D. C. WARD  
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# PARALLAX

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The deadly game of rescue and escape the zones of an alien world — a Deathstar, intent upon destruction of Earth and controlled by an all-powerful Computer Intelligence.

### LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start.

### THE GAME

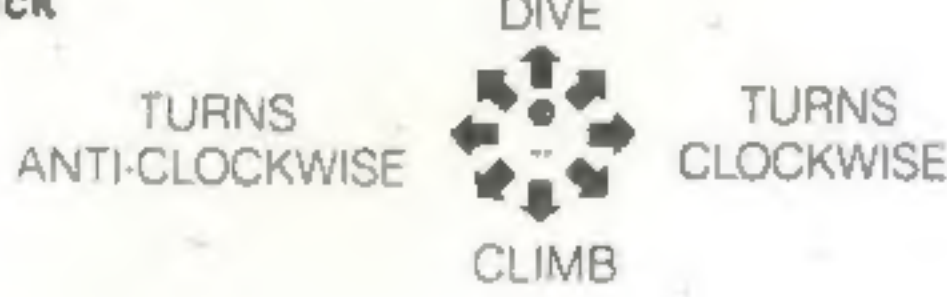
A space probe has landed you, and four of the world's most experienced astronauts on an artificial world divided into five broad horizontal zones: Alpha, Beta, Gamma, Delta and Epsilon. The inhabitants seem hospitable and friendly until you stumble across vital information being switched across the zones by a controlling computer intelligence. Information revealing an imminent attack upon Earth!

Contact your four allies in the other zones in an attempt to break free and destroy the computer, in your spacecraft IBIS. You begin in Alpha zone and must proceed through each area locating your colleagues and finally reaching the Intergalactic Teleport at the exit in Epsilon zone. The way is fraught with many hazards — Good Luck!

### CONTROLS

#### In Flight

Joystick

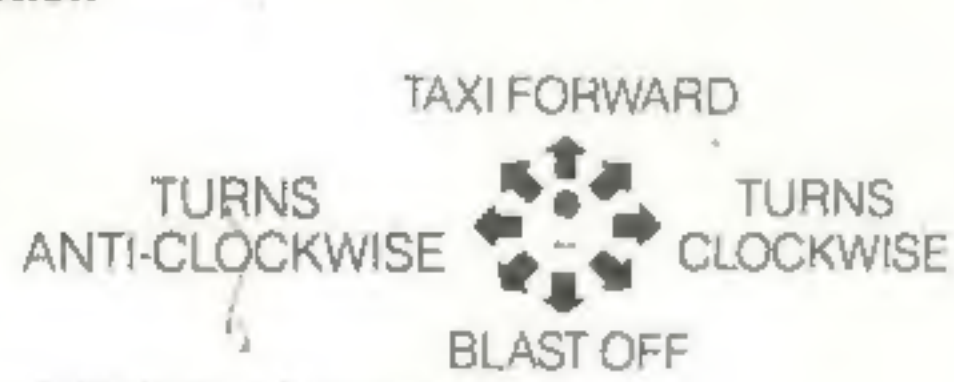


#### Keyboard

- Space — Landing Gear Up/Down
- F7 — Shields on/off
- Return — Display datacards and passwords
- Fire — Shoot Lasers

#### On Ground

Joystick



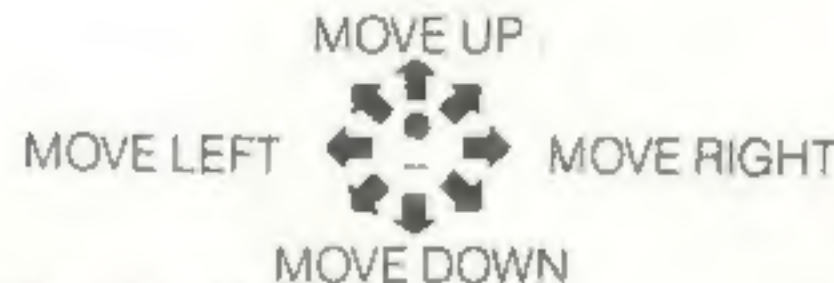
Fire — Initiate leaving sequence

#### Keyboard

- Space — Landing Gear Up/Down
- F7 — Shields on/off
- Return — Display datacards and passwords

#### On Foot

Joystick



Fire — Shoot Stun Gun (if carried)

#### Operate on board computer

\* Use Joystick to move cursor over required option — press fire to select.

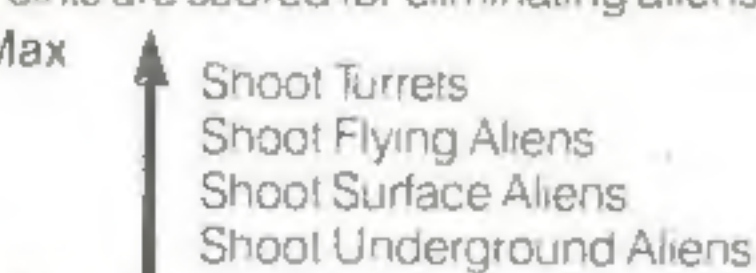
Follow on-screen instructions for other operations.

Warning — IBIS can only land on a clear surface with the Landing Gear down. Any other circumstances will incur damage to the engines or the landing gear itself.

N.B. Pause Game — Run/Stop key (except in hangar).

### SCORING

Points are scored for eliminating aliens, shooting Turrets.



### GAME PLAY AND FEATURES

#### Shields and Lasers

Press F7 to operate shields — with these in operation the fuel is used more quickly (when on the ground no fuel is used at all).

# Daley Thompson's SUPER-TEST

### LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

Daley Thompson's Super Test is an eight event game. You have four lives and must put your skills and agility against the computer and the clock. Failure to 'qualify' in any of the events will forfeit a life.

#### CONTROLS

JOYSTICK



KEYBOARD  
Controls duplicate joystick operations as follows:  
Each relates to whole row:



#### Day One

- 1. Pistol Shooting
- 2. Cycling
- 3. Spring Board Diving
- 4. Giant Slalom

#### PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

#### EXPLORING

Activating the fire button when landed indicates to the on-board computer that you wish to leave the ship. You will be asked what you want to take with you — the left hand column shows the potential inventory; guiding the cursor over this will transfer your selection to the right hand column for exit. Underneath are 3 standard options:

- (a) Standard Kit; supply of oxygen, stun gun and ammunition.
- (b) Stay aboard.
- (c) Exit craft.

N.B. The gun enables you to stun (one shot) or kill (two shots) the alien scientists or eliminate (one shot) the robots in the hangars.

#### Hangars



You can enter any hangar at any time. To re-enter the ship, stand beneath and press fire; you will materialise inside IBIS.

Hangars are strategically important — they are the principal areas for locating computer data vital to the mission's success. Scientists can often be found in hangars (see below), as can robots who must be shot on sight!

Several computers are situated inside these Hangars.

**Computer Bank** — Credits are drawn from the computer bank using datacards obtained from stunned scientists.

**Computer Shop** — From which items may be purchased with credits. The inventory will be automatically transported to the IBIS for later use.

**Central Intelligence Unit (C.I.U. or 'Big One')** — The main alien control mechanism planning the invasion of Earth. To extract information from these computers, you must obtain one datacard from each grade of scientist on each level. When you insert the relevant card, the computer gives you a letter of the password to enable you to progress to the next level. The letter it gives corresponds to the grading of the card (and the scientist it is obtained from), i.e. if a 3rd grade card is inserted then you will be given the 3rd letter of the password. The card is automatically returned to you as it can then be used to extract credits from the Computer Bank.

There is one C.I.U. on each level which cannot be accessed without having a scientist with you. This is the computer that requires the complete password. If encountered early on, take note of it's position!

**Data Cards** — These gather information for passwords and enable you to gain credits from the Computer Bank. They are extracted from stunned scientists, and are of five different grades (denoted by the first digit, as shown in the lower information screen). Up to 2 cards can be held at any one time.

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the cross-wires at the centre. Points are awarded for accurate shooting (600 for a bulls-eye).

There are three chances to qualify and you are allowed 10 shots per qualification round.

#### HINT

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

#### CYCLING

Wait for the starting gun — you're off; now alternate the running keys (or joystick) for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina).

#### SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off when repeated left/right key depressions will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- (a) Take Off
- (b) Number of somersaults
- (c) Dive finish
- (d) Overall grace

#### HINT

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults. Overall grace depends on the position of entry into the water.

#### GIANT SLALOM

Wait for the green starting light.

Push off is automatic, then control skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify).

#### HINT

Skiering directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slopes as these can prove fatal.

Day Two  
1. Rowing  
2. Penalties  
3. Ski Jump  
4. Tug O'War

#### ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points).

#### PENALTIES

Your player will run towards the spot, use alternative left/right keys to build up the power for the shot. When the ball is reached, press fire to kick. The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed. You have 5 shots and to qualify you must score 3 goals.

#### SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time. As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better). As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall! You have 3 chances to qualify.

#### TUG O'WAR

First choose your opponent (point with the cursor arrow and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen. Now to do 'Battle' — Use continuous left/right controls to increase the overall power and drag your adversary over the boundary! You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

#### GOOD LUCK

#### SCIENTISTS

The Scientists hold the key to the C.I.U.'s, in the form of datacards. To extract a datacard from a scientist, you must first stun him (with one shot) and walk over him. You are then given the option of taking his card. The first scientist whose card you do take will be automatically taken with you when you return to your ship (kidnapped). He will be useful later on when you need to enter your password into the main computer. If you do not need the scientist you may shoot him again to destroy him.

**IMPORTANT** — When you do achieve the complete password (with the kidnapped scientist accompanying you) and you enter this into the main computer, the scientist is transformed into one of your 'Allies' whom is then considered rescued. This allows progression to the next level.

#### ALIENS

These will impede your progress and shoot at you — causing damage to the IBIS. They must be avoided, or eliminated with your laser.

#### BLACK HOLES

These take the form of pairs of square black openings with an arrow between them on the surface. Passing over a black hole, in the direction of the arrow, you will be sucked in and shot out of the adjacent one, at a faster velocity. These help you build up extra speed throughout the game, a necessity on later levels as speed will be crucial to fly through traps. N.B. Passing through against the arrow results in your speed being halved.

#### HYPERSPACE PORTS

Appears similar to a black hole, but has a flashing centre. If you pass over one of these, you will be randomly transported to a different location on the same level.

### HINTS AND TIPS

1. Ensure landing gear is up when not required.
2. When on foot, if man gets shot by an alien, he is stunned and his oxygen level decreases.
3. When entering your four-digit code into computer, ignore the hyphen and do not press RETURN — wait for response.
4. You will be destroyed if you enter the next level without having fulfilled certain conditions — see 'SCIENTISTS'.
5. Scientist will not co-operate in accessing main computer unless drugged.

### CREDITS

© 1986 Ocean Software Limited  
Produced by D.C. Ward  
Music by Martin Galway



FRANKIE GOES TO HOLLYWOOD

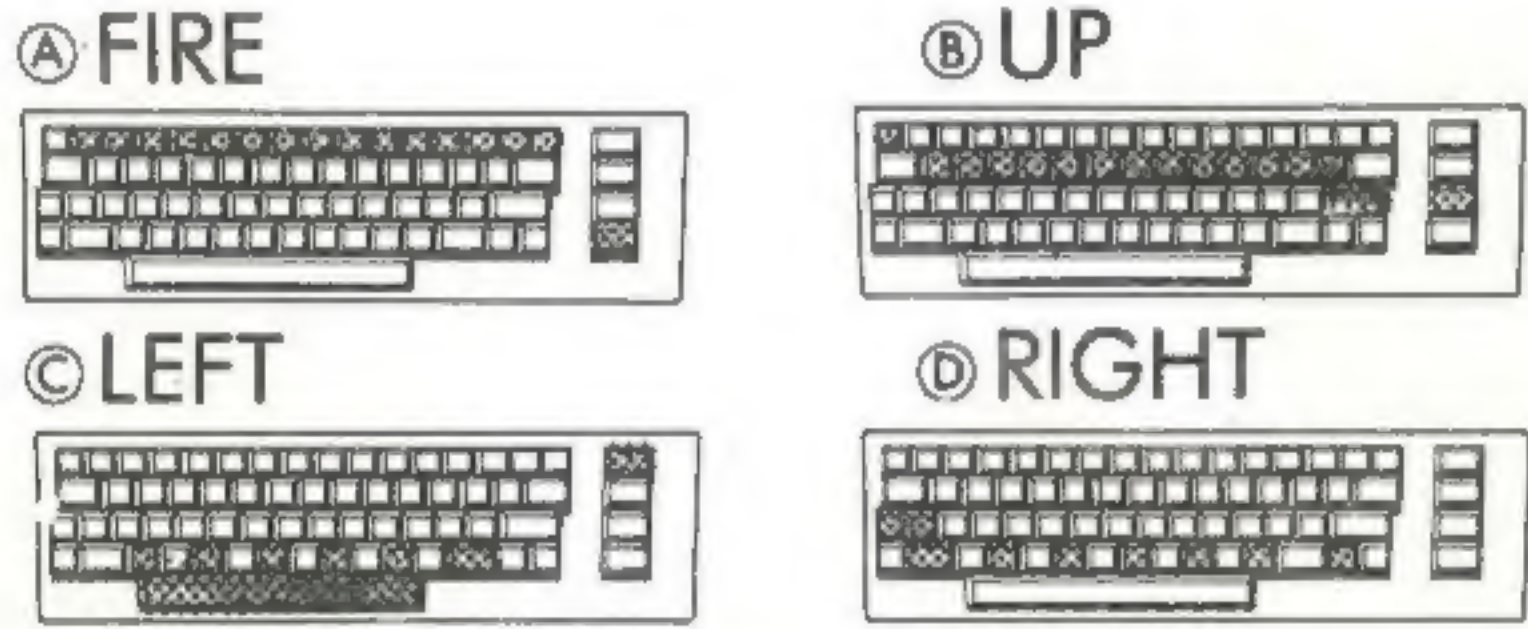
Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence. Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded. Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the word BANG will light up above the personality factors) and achieve a score of 87,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.

LOADING

Before loading ensure that all peripherals such as disc drive or printer are disconnected. Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Type: LOAD (return). The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions. STOP TAPE AFTER GAME HAS LOADED

KEYBOARD

After aquainting yourself with the keyboard controls, on the following page, study the joystick controls and the full repertoire of movements available – all these movements can be achieved through using relevant combinations of keys. Relevant keys are indicated.

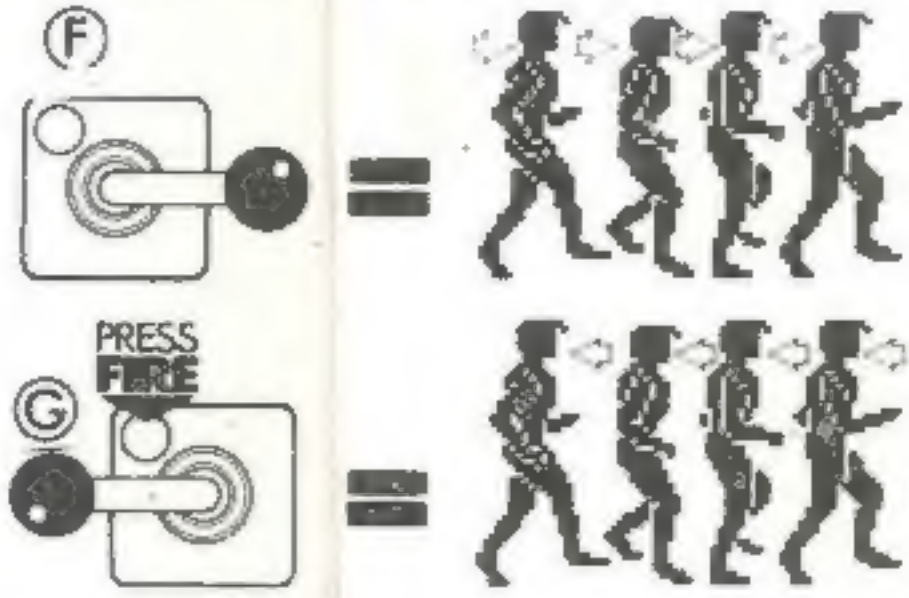


DOWN



These controls will also operate the CURSOR FINGER when required.

JOYSTICK



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK LEFT. PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK RIGHT.



REACH – WAIST HEIGHT THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED. REACH – SHOULDER HEIGHT

TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'. TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'.

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'. Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick up objects – some of these will help you now, others you will need to survive and succeed in the Pleasure Dome. Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window.

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the ...

MURDER MYSTERY

You will come across a body, who is the

killer? ... Solve the mystery by a process of elimination:- Find all twenty three clues which appear in windows, return to the scene of the crime, when a window will appear naming all the possible suspects. Use the Cursor Finger to point to the killer. TAKE A TIP: A system of noting the clues may help your investigation. In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...

CORRIDORS OF POWER

This Ladyrith enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered). It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits. The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared. These entrances and the ones which will become evident in the Corridors of Power give access to the ...

ARCADE ELEMENTS

THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen. TIP – If your inventory is incomplete the lift may aid your escape.

SEA OF HOLES

Go in and out of time and space to reach the floor beneath you. HINT – There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark). HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).

THE ZTT ROOM

Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.) HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task. TIP – Locate the key which switches pieces on and not off

CUPID'S ARROWS

Follow screen instructions and grasp the Halos, they could be of use elsewhere.

FLOWER POWER

Catch falling flowers.

TALKING HEADS

This dialogue between World Leaders can get nasty. A counter tells you how many (political) lives you have left. Choose your politics by moving left or right and remember to protect yourself.

SHOOTING GALLERY

Take pot shots at famous personalities. (100% score to complete). If it turns into a Duck Shoot you may get an extra shot or loose your chance to win. HINT – Reload to fire (allow the sights to fall to the bottom of the screen).

WAR ROOM

Shoot the symbols in this task to gain Pleasure Points. (one game for each symbol). HINT – Sainly qualities may be of use.

CONTROL PLAN

Throughout your journey different objects and elements will emerge, the cat for instance has other roles than to drink milk. As you become more familiar with the Pleasure Dome and its interface with the Ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that door, behind which lies the secret of self discovery ... Go for it!

OCEAN/DENTON DESIGNS

©1985 FRANKIE GOES TO HOLLYWOOD Ocean ZTT



THE COMPUTER GAME

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LOADING

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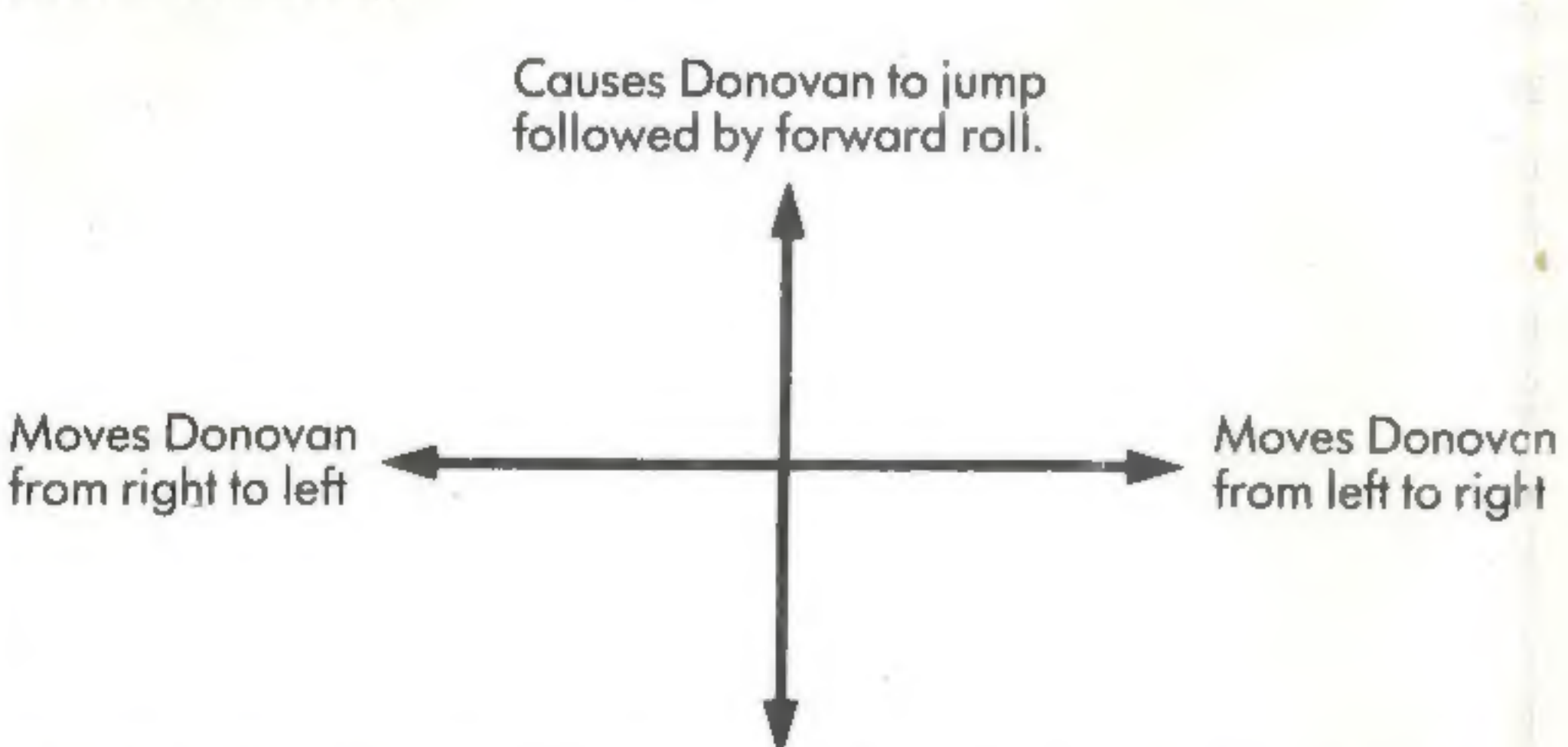
THE GAME

Reptilian aliens have arrived to take over the Earth and enslave its population. The freedom of mankind rests with you, Donovan, in your attempt to disable their mother ship – the future is in your hands!

GAME CONTROL

Your joystick should be connected to PORT 1. The joystick is used to move Donovan around the Visitor's Mother Ship and also to operate the hand-held Communiputer.

JOYSTICK



ON BEAMER PAD: operates the Beamer Pad causing Donovan to transport between levels of the ship. IN FRONT OF A LATERAL DOOR: causes Donovan to move from one vertical plane of the Ship to another. ALL OTHER PLACES: switches joystick control to the Communiputer. Now, the directional control moves to the Function Keys of this device, and FIRE selects a key.

GAME PLAY

Donovan has managed to get on board the Visitor's Mother Ship. His mission is simple: set explosives at key points on the Ship and destroy it. Unfortunately, Diana, the Visitor's commander has ordered the ship's security robots to stop Donovan. They mean business. There are four types of robot to contend with: Maintenance – These travel along the floors of the ship's corridors. Cleaner – These float along the corridors at head height. Surveillance – These robots report Donovan's whereabouts to the central computer. Security – These robots shoot to kill.



KNIGHT RIDER

Michael Knight and his amazing computer controlled vehicle K.I.T.T. are in Atlanta on yet another dangerous mission. Michael's co-ordinator, Deven, has discovered that a group of international terrorists are planning to alter the precarious status quo between the East and West. It is even possible that for some reason known only to themselves they are trying to trigger a Third World War. Deven has instructed the KNIGHT RIDER to uncover the insidious plot and put a stop to it – but no-one knows exactly what the plot is!

LOADING

Cassette on the C128 type GO 64 (RETURN) and continue. Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY on tape. This program will load automatically. When loading is complete press FIRE BUTTON to start.

GETTING STARTED

- There are three main sections to the game:
1. MAP SCREEN  
The Map Screen shows the various cities across the United States which are thought to be centres for the terrorists. It indicates the type of route (straight or twisty) and the nature of the terrain. The city where Michael Knight is currently located will flash on the Screen, and there will be a menu giving the various cities to which he can drive next, although the first option is always to enter the current location. The joystick up/down simply shows the available options and the fire button selects the desired choice.
  2. 3D DRIVING SCREEN  
Having selected a city, Michael must use all of his ability to drive there as quickly as possible. The screen shows a true 3D view from the cockpit. The car will slow down whilst going up a hill and speed up on the down slope. There are two modes of play in this section:
    - a) K.I.T.T. drives the car under "AUTO-PILOT", allowing you to control the car's lasers. The joystick is used to guide the "sights" and the lasers are fired by pressing the FIRE button.
    - b) K.I.T.T. controls the lasers leaving you to take care of the driving. You can drive much faster than K.I.T.T., but you must give him a fair chance to hit the targets. The joystick controls movement both LEFT and RIGHT plus ACCELERATION (forward) and DECELERATION (back). The COMMODORE KEY will transfer control between the above two functions.

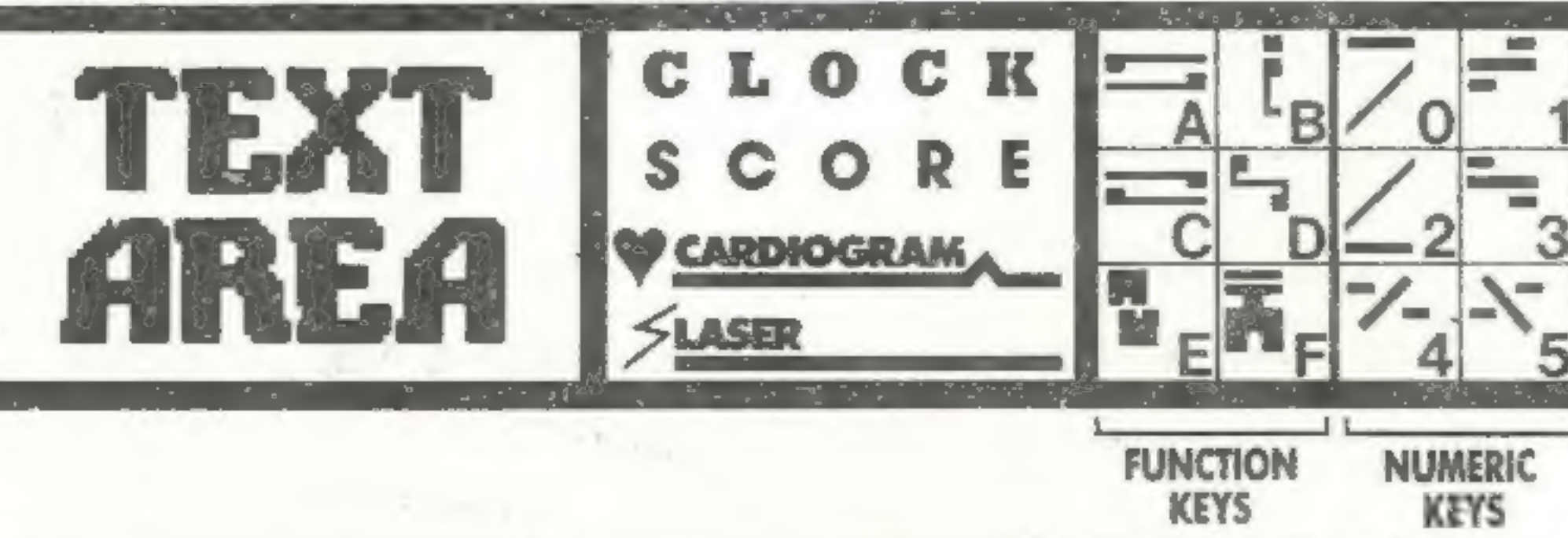
All robots are operated by a high-voltage static electricity which has the same effect when touched as a blast from a Security Robot. The blasts are not sufficient to kill Donovan instantly, but they do place a strain on his heart. Donovan's ability to successfully complete his mission is shown on the cardiograph displayed on the Communiputer. Each robot blast causes his heart beat to quicken until, ultimately, the cardiograph shows a straight line ... If, however, Donovan manages to pass some time without being hit, then his heart might have time to recover.

Donovan must set explosives at the key points of the Ship. They are the WATER INLET, the AIR PURIFICATION PLANT, the CENTRAL COMPUTER, the NUCLEAR REACTOR, and the DOCKING HANGAR. If he succeeds in setting all those explosives and then escapes, the mission will be completed. There are also laboratories, some of which contain parts of the formula for the RED DUST, which is lethal to the aliens. Donovan can find all the parts of the formula and then figure out how to dissipate the DUST through the Air Purification Plant. This will kill many of the Visitors, thus slowing down the robot pursuit.

The Communiputer is the key to the mission's success. It must contain the locations of the various parts of the ship, is also used to open security doors and re-charge the laser.

The ship is organised in five vertical planes, accessible via the LATERAL DOORS using a code of some description, and each plane contains many levels of corridors which can be explored using the Beamer Pads.

THE COMMUNIPUTER



K.I.T.T. is an amazing vehicle. Nothing can stop the car, but damage does take its toll, the car's velocity becomes impaired and the movement of the laser "sights" slows down. When you get to the next city, however, K.I.T.T. will be fully repaired, but at a cost in TIME.

3. THE OPERATIONS BASES

The first option displayed on the Map screen is to enter the relevant operations base of the terrorists. This could be their armoury, their H.Q. or even the target of their plot. The actual game instructions for each are given on screen, but the joystick controls only LEFT/RIGHT and UP/DOWN movement – Michael Knight never carries a gun! When the screen is successfully completed, a clue to what must happen next is given and the screen changes back the Map Screen upon pressing the FIRE button.

KEYBOARD CONTROL

COMMODORE KEY – Transfers control from driving to firing  
RUN STOP KEY – Pauses the game (FIRE to restart)  
RESTORE KEY – Quits and restarts the game

START SCREEN

There are five options on the Start Screen. Options 1 through 4 give the player the first four different plots. They are always the same so the player can gauge his expertise or play competitively against himself or a friend. The fifth option is a randomly selected game from the remaining plots.

THE DASH BOARD

- Speedometer – this is displayed both digitally and as a bar graph. Time – total elapsed time for the mission (HH:MM:SS). Each plot has a maximum time unknown even to K.I.T.T.
- Distance Meter – this is the distance to the selected destination in SKUDs (Standard Kitt Units of Distance). The integer (last) digit flashes when there are fewer than 10 SKUDs to the destination.
- Damage Indicator – this shows the percentage of damage as a bar graph with an indicator which flashes as damage is being sustained.
- Laser Temperature – this bar graph indicates when the lasers are overheating. In this event you have to wait until they cool down before using them again.
- Laser/Steer – against these two indicators is a letter K (Kitt) or M (Michael). This shows who is controlling the firing and driving functions. Michael's function is always displayed in white.

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TEXT AREA

This area is used by the functions to display the appropriate information.

FUNCTION KEYS

- A. EXPLOSIVES – This function allows you to lay an explosive charge when inside the key points of the ship. There is approximately 30 minutes before detonation.
- B. INFORMATION – Choosing this key in conjunction with the numeric keys, will give the location of various rooms within the ship.
- C. COMPUTER LINK – This enables you to link into the laboratory computers.
- D. RECALL DATA – This will recall status of RED DUST formula accessed from the laboratory computers. Also by first pressing COMPUTER LINK and then RECALL DATA you can access and store RED DUST formula information from the laboratory computers with the use of the NUMERIC KEYS.
- E. SECURITY CODE – This displays the security code in the text area.
- F. EXIT COMMUNIPUTER – Returns you to combat mode.

NUMERIC KEYS

The symbols on the numeric keys indicate a counting system from 0 to 5.

SECURITY DOORS

Access through the security doors (flashing display) is only possible by solving a special code. This is obtained by entering Communiputer mode and altering the symbols in the text area with the numeric keys until all the symbols are the same. The door will now open for 10 seconds allowing passage to other parts of the ship..

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